

# MAIN PLAYER CARDS



Name of Gang:

GROVE ST.  
FAMILIES

Location:

GREEN  
SAFEHOUSE



Name of Gang:

BALLAS

Location:

PURPLE  
SAFEHOUSE

MISSION  
CARD

MISSION  
CARD

# MAIN PLAYER CARDS (BACK)

**WEAPON**  
**CARD**

**WEAPON**  
**CARD**

**SECONDARY**  
**CARD**

**SECONDARY**  
**CARD**

# PLAYER CARDS SET 1



**GENERIC JUNKY**

**Location:** PUB A

**Cost to Hire:** \$2,000



**Name:** LESTER

**Location:** CLUB A

**Cost to Hire:** \$10,000

**MISSION  
CARD**

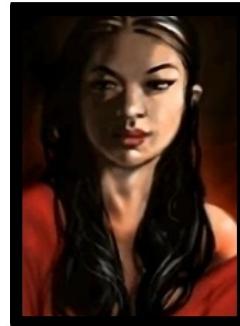
**MISSION  
CARD**



**Name:** DIVINE

**Location:** CLUB A

**Cost to Hire:** \$10,000



**Name:** MIKKI

**Location:** CLUB B

**Cost to Hire:** \$20,000

**MISSION  
CARD**

**MISSION  
CARD**

# PLAYER CARDS SET 1 (BACK)

WEAPON  
CARD

SECONDARY  
CARD

WEAPON  
CARD

SECONDARY  
CARD

WEAPON  
CARD

SECONDARY  
CARD

WEAPON  
CARD

SECONDARY  
CARD

# PLAYER CARDS SET 2



Name: BUBBA

Location: CLUB B

Cost to Hire: \$20,000

MISSION  
CARD



Name: KIVLOV

Location: CLUB B

Cost to Hire: \$20,000

MISSION  
CARD



Name: TRAVIS

Location: PUB B

Cost to Hire: \$30,000

MISSION  
CARD



Name: TROY

Location: PUB B

Cost to Hire: \$30,000

MISSION  
CARD

## PLAYER CARDS SET 2 (BACK)

WEAPON  
CARD

SECONDARY  
CARD

WEAPON  
CARD

SECONDARY  
CARD

WEAPON  
CARD

SECONDARY  
CARD

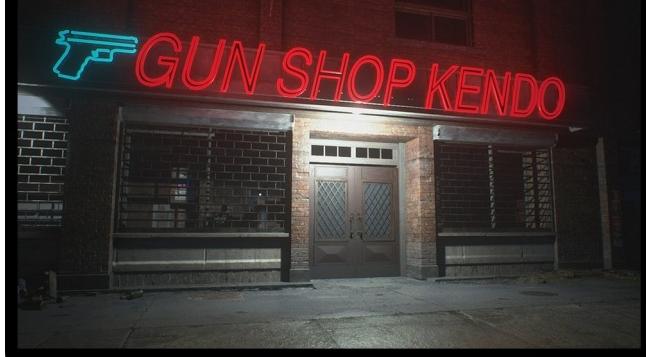
WEAPON  
CARD

SECONDARY  
CARD

<u><b>KNUCKLE DUSTER</b></u>	<u>POWER</u> <b>2</b>
	<u>RANGE</u> <b>1</b>
<u><b>BASEBALL BAT</b></u>	<u>POWER</u> <b>2</b>
	<u>RANGE</u> <b>2</b>
<u><b>KNIFE</b></u>	<u>POWER</u> <b>3</b>
	<u>RANGE</u> <b>1</b>
<u><b>PISTOL</b></u>	<u>POWER</u> <b>4</b>
	<u>RANGE</u> <b>4</b>
<u><b>UZI</b></u>	<u>POWER</u> <b>5</b>
	<u>RANGE</u> <b>4</b>

<u><b>KNUCKLE DUSTER</b></u>	<u>POWER</u> <b>2</b>
	<u>RANGE</u> <b>1</b>
<u><b>BASEBALL BAT</b></u>	<u>POWER</u> <b>2</b>
	<u>RANGE</u> <b>2</b>
<u><b>KNIFE</b></u>	<u>POWER</u> <b>3</b>
	<u>RANGE</u> <b>1</b>
<u><b>PISTOL</b></u>	<u>POWER</u> <b>4</b>
	<u>RANGE</u> <b>4</b>
<u><b>UZI</b></u>	<u>POWER</u> <b>5</b>
	<u>RANGE</u> <b>4</b>

## WEAPON CARDS (BACK)



<u>AK-47</u>	<u>POWER</u> <b>5</b>	<u>RANGE</u> <b>5</b>
		
<u>M-60</u>	<u>POWER</u> <b>6</b>	<u>RANGE</u> <b>5</b>
		
<u>SHOTGUN</u>	<u>POWER</u> <b>7</b>	<u>RANGE</u> <b>3</b>
		
<u>FLAMETHROWER</u>	<u>POWER</u> <b>8</b>	<u>RANGE</u> <b>1</b>
		
<u>SNIPER RIFLE</u>	<u>POWER</u> <b>6</b>	<u>RANGE</u> <b>10</b>
		

<u>AK-47</u>	<u>POWER</u> <b>5</b>	<u>RANGE</u> <b>5</b>
		
<u>M-60</u>	<u>POWER</u> <b>6</b>	<u>RANGE</u> <b>5</b>
		
<u>SHOTGUN</u>	<u>POWER</u> <b>7</b>	<u>RANGE</u> <b>3</b>
		
<u>FLAMETHROWER</u>	<u>POWER</u> <b>8</b>	<u>RANGE</u> <b>1</b>
		
<u>SNIPER RIFLE</u>	<u>POWER</u> <b>6</b>	<u>RANGE</u> <b>10</b>
		

## WEAPON CARDS (BACK)



<u>GRENADE LAUNCHER</u>	<u>POWER</u> <b>9</b>
	<u>RANGE</u> <b>4</b>
<u>MASAMUNE</u>	<u>POWER</u> <b>10</b>
	<u>RANGE</u> <b>1</b>
<u>PISTOL</u>	<u>POWER</u> <b>4</b>
	<u>RANGE</u> <b>4</b>
<u>UZI</u>	<u>POWER</u> <b>5</b>
	<u>RANGE</u> <b>4</b>
<u>AK-47</u>	<u>POWER</u> <b>5</b>
	<u>RANGE</u> <b>5</b>

<u>GRENADE LAUNCHER</u>	<u>POWER</u> <b>9</b>
	<u>RANGE</u> <b>4</b>
<u>MASAMUNE</u>	<u>POWER</u> <b>10</b>
	<u>RANGE</u> <b>1</b>
<u>PISTOL</u>	<u>POWER</u> <b>4</b>
	<u>RANGE</u> <b>4</b>
<u>UZI</u>	<u>POWER</u> <b>5</b>
	<u>RANGE</u> <b>4</b>
<u>AK-47</u>	<u>POWER</u> <b>5</b>
	<u>RANGE</u> <b>5</b>

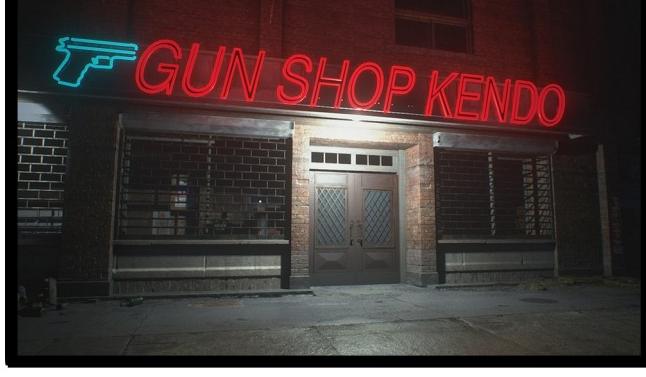
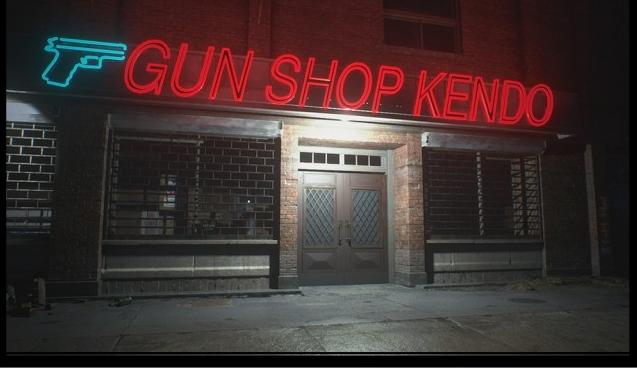
## WEAPON CARDS (BACK)



 <b>M-60</b>	<b>POWER</b> <b>6</b> <b>RANGE</b> <b>5</b>
 <b>SHOTGUN</b>	<b>POWER</b> <b>7</b> <b>RANGE</b> <b>3</b>
 <b>ROCKET LAUNCHER</b>	<b>POWER</b> <b>11</b> <b>RANGE</b> <b>5</b>
<b>SECONDARY WEAPON CARD</b> (Single use only)	
 <b>MAGIC 8-BALL</b>	<b>POWER</b> <b>-</b> <b>RANGE</b> <b>1</b>
<b>SECONDARY WEAPON CARD</b>	
 <b>BODY ARMOUR</b> <b>SECONDARY WEAPON CARD</b> (Single use only) WHEN YOU LOSE A BATTLE PHASE REMOVE THIS CARD INSTEAD	<b>POWER</b> <b>-</b> <b>RANGE</b> <b>-</b>

 <b>M-60</b>	<b>POWER</b> <b>6</b> <b>RANGE</b> <b>5</b>
 <b>SHOTGUN</b>	<b>POWER</b> <b>7</b> <b>RANGE</b> <b>3</b>
 <b>ROCKET LAUNCHER</b>	<b>POWER</b> <b>11</b> <b>RANGE</b> <b>5</b>
<b>SECONDARY WEAPON CARD</b> (Single use only)	
 <b>MAGIC 8-BALL</b>	<b>POWER</b> <b>-</b> <b>RANGE</b> <b>1</b>
<b>SECONDARY WEAPON CARD</b>	
 <b>BODY ARMOUR</b> <b>SECONDARY WEAPON CARD</b> (Single use only) WHEN YOU LOSE A BATTLE PHASE REMOVE THIS CARD INSTEAD	<b>POWER</b> <b>-</b> <b>RANGE</b> <b>-</b>

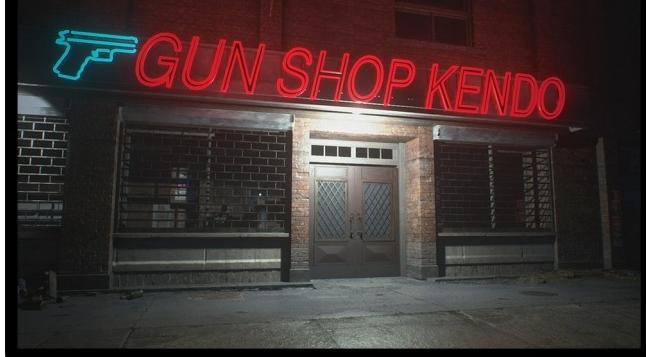
## WEAPON CARDS (BACK)



<u>KNUCKLE DUSTER</u>	<u>POWER</u> <b>1</b>
	<u>RANGE</u> <b>1</b>
<u>BASEBALL BAT</u>	<u>POWER</u> <b>1</b>
	<u>RANGE</u> <b>2</b>
<u>KNIFE</u>	<u>POWER</u> <b>2</b>
	<u>RANGE</u> <b>1</b>
<u>PISTOL</u>	<u>POWER</u> <b>4</b>
	<u>RANGE</u> <b>3</b>
<u>UZI</u>	<u>POWER</u> <b>5</b>
	<u>RANGE</u> <b>4</b>

<u>KNUCKLE DUSTER</u>	<u>POWER</u> <b>2</b>
	<u>RANGE</u> <b>1</b>
<u>BASEBALL BAT</u>	<u>POWER</u> <b>2</b>
	<u>RANGE</u> <b>2</b>
<u>KNIFE</u>	<u>POWER</u> <b>3</b>
	<u>RANGE</u> <b>1</b>
<u>PISTOL</u>	<u>POWER</u> <b>3</b>
	<u>RANGE</u> <b>4</b>
<u>UZI</u>	<u>POWER</u> <b>4</b>
	<u>RANGE</u> <b>5</b>

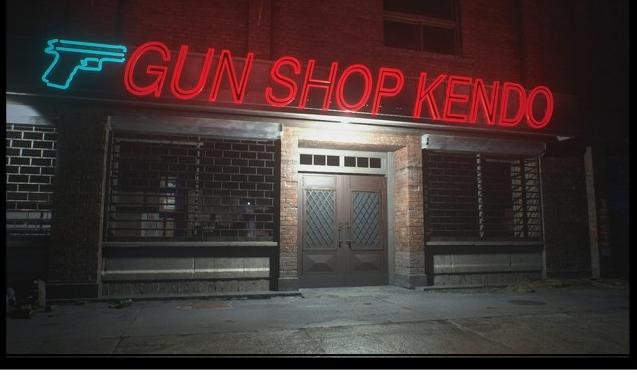
## WEAPON CARDS (BACK)



<u>AK-47</u>	<u>POWER</u> <b>5</b>	<u>RANGE</u> <b>5</b>
		
<u>M-60</u>	<u>POWER</u> <b>6</b>	<u>RANGE</u> <b>6</b>
		
<u>SHOTGUN</u>	<u>POWER</u> <b>7</b>	<u>RANGE</u> <b>3</b>
		
<u>FLAMETHROWER</u>	<u>POWER</u> <b>8</b>	<u>RANGE</u> <b>2</b>
		
<u>SNIPER RIFLE</u>	<u>POWER</u> <b>6</b>	<u>RANGE</u> <b>10</b>
		

<u>AK-47</u>	<u>POWER</u> <b>5</b>	<u>RANGE</u> <b>5</b>
		
<u>M-60</u>	<u>POWER</u> <b>6</b>	<u>RANGE</u> <b>5</b>
		
<u>SHOTGUN</u>	<u>POWER</u> <b>7</b>	<u>RANGE</u> <b>4</b>
		
<u>FLAMETHROWER</u>	<u>POWER</u> <b>8</b>	<u>RANGE</u> <b>2</b>
		
<u>SNIPER RIFLE</u>	<u>POWER</u> <b>7</b>	<u>RANGE</u> <b>8</b>
		

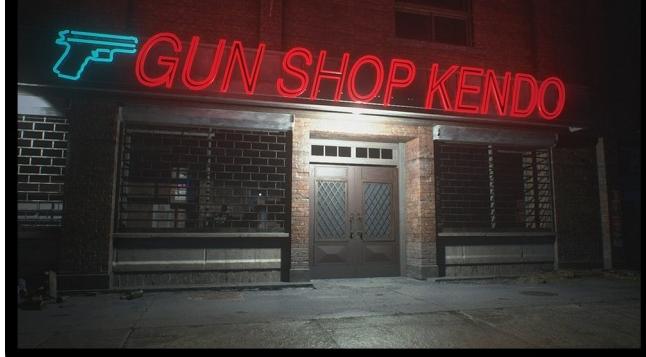
# WEAPON CARDS (BACK)



<u>GRENADE LAUNCHER</u>	<u>POWER</u> <b>9</b>
	<u>RANGE</u> <b>4</b>
<u>MASAMUNE</u>	<u>POWER</u> <b>11</b>
	<u>RANGE</u> <b>2</b>
<u>PISTOL</u>	<u>POWER</u> <b>3</b>
	<u>RANGE</u> <b>3</b>
<u>UZI</u>	<u>POWER</u> <b>5</b>
	<u>RANGE</u> <b>4</b>
<u>AK-47</u>	<u>POWER</u> <b>5</b>
	<u>RANGE</u> <b>5</b>

<u>GRENADE LAUNCHER</u>	<u>POWER</u> <b>9</b>
	<u>RANGE</u> <b>4</b>
<u>MASAMUNE</u>	<u>POWER</u> <b>10</b>
	<u>RANGE</u> <b>2</b>
<u>PISTOL</u>	<u>POWER</u> <b>4</b>
	<u>RANGE</u> <b>4</b>
<u>UZI</u>	<u>POWER</u> <b>4</b>
	<u>RANGE</u> <b>5</b>
<u>AK-47</u>	<u>POWER</u> <b>5</b>
	<u>RANGE</u> <b>5</b>

## WEAPON CARDS (BACK)



	<b>M-60</b>	<b>POWER</b> <b>6</b>	<b>RANGE</b> <b>6</b>
	<b>SHOTGUN</b>	<b>POWER</b> <b>7</b>	<b>RANGE</b> <b>3</b>
	<b>ROCKET LAUNCHER</b>	<b>POWER</b> <b>11</b>	<b>RANGE</b> <b>5</b>
<b>SECONDARY WEAPON CARD</b> <i>(Single use only)</i>			
	<b>MAGIC 8-BALL</b>	<b>POWER</b> <b>-</b>	<b>RANGE</b> <b>1</b>
<b>SECONDARY WEAPON CARD</b>			
	<b>BODY ARMOUR</b>	<b>POWER</b> <b>-</b>	<b>RANGE</b> <b>-</b>
<b>SECONDARY WEAPON CARD</b> <i>(Single use only)</i>			
<b>WHEN YOU LOSE A BATTLE PHASE REMOVE THIS CARD INSTEAD</b>			

	<b>M-60</b>	<b>POWER</b> <b>6</b>	<b>RANGE</b> <b>6</b>
	<b>SHOTGUN</b>	<b>POWER</b> <b>7</b>	<b>RANGE</b> <b>3</b>
	<b>ROCKET LAUNCHER</b>	<b>POWER</b> <b>12</b>	<b>RANGE</b> <b>4</b>
<b>SECONDARY WEAPON CARD</b> <i>(Single use only)</i>			
	<b>MAGIC 8-BALL</b>	<b>POWER</b> <b>-</b>	<b>RANGE</b> <b>1</b>
<b>SECONDARY WEAPON CARD</b>			
	<b>BODY ARMOUR</b>	<b>POWER</b> <b>-</b>	<b>RANGE</b> <b>-</b>
<b>SECONDARY WEAPON CARD</b> <i>(Single use only)</i>			
<b>WHEN YOU LOSE A BATTLE PHASE REMOVE THIS CARD INSTEAD</b>			

## WEAPON CARDS (BACK)



# COURIER MISSION CARDS (FRONT)

## OUR #1 CUSTOMER

An important shipment has just come in and this is for our most important customer who keeps this operation well paid so don't fuck it up, who knows he may even let you do some work for him.....

### Mission Objectives

1. Go to "Building Square: Docks" and wait till next turn
2. Go to "Building Square: CMB" to Complete this Mission

**Reward**  
\$2,000

**Bonus**  
Draw a "CMB Mission Card" for free before leaving (Optional)

## INSTA-GRAM DELIVERIES

We got a lot of Packages that need to be delivered ASAP. Doesn't matter how you go about it as long as you get it done!

### Mission Objectives

1. In no particular order go to every "Building Square" on this list to complete this mission.

~ Club A ~ Club B  
~ Pub A ~ Pub B

**Reward**  
\$5,000

**Bonus**  
Upon Completion you can hire a Recruit at half price before leaving (Optional)

## KENDO'S SHIPMENT

A shipment has arrived and the whole city has been waiting on this to resume business negotiations so don't fuck it up, who knows he may even give you first dibs.....

### Mission Objectives

1. Go into the Docks Building Square and wait till next turn
2. Go into Kendo's Gun Store Building Square to Complete this Mission

**Reward**  
\$2,000

**Bonus**  
\$3,000 Weapon Card Voucher  
Must be Used before leaving

## INSTA-GRAM DELIVERIES

We got a lot of Packages that need to be delivered ASAP. Doesn't matter how you go about it as long as you get it done!

### Mission Objectives

1. In no particular order go to every "Building Square" on this list to complete this mission.

~ Apartments 1 ~ Apartments 3 ~ Park Area  
~ Apartments 2 ~ Apartments 5 (Walk around the whole Park)

**Reward**  
\$10,000

# COURIER MISSION CARDS (BACK)



# CMB MISSION CARDS (FRONT)

## **ROCK THE BLOCK**

Shit ain't moving as fast as usual, people are startin' to kick it,,, maybe they listenin' to too much B.D.P. or maybe even found J.C.... either way, go remind these X-fiends what they missin! And Don't come back till the you fed the Whole Block! Oh ye, and make sure you take out any competition movin' on my streets!

### **MISSION OBJECTIVES**

1. You must complete a full lap around the Block finishing back on the CMB Arrow Square without missing any Footpath Squares.

### **MISSION CONDITIONS**

You can not change direction once started

**REWARD**  
\$15,000

You can not step on any road square

## **LOCK, STOCK AND 1 BIG BLOCK**

We holding too much product on every corner of the block and word got out, I've arranged to have it all relocated but its gonna take time for my crew to arrive so your gonna have to make sure no one gets access to any of the apartments.... There's a lot of money riding on this....

### **MISSION OBJECTIVES**

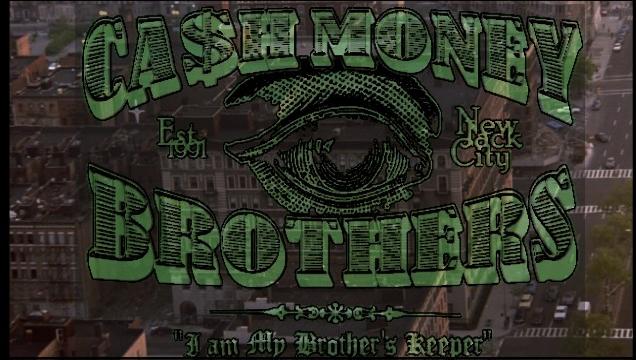
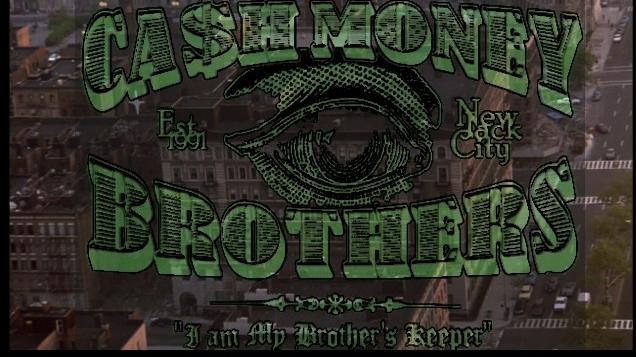
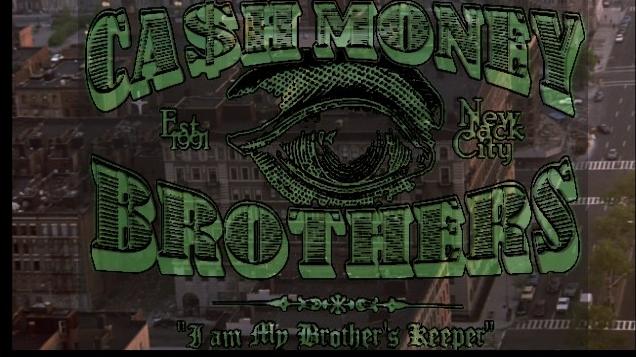
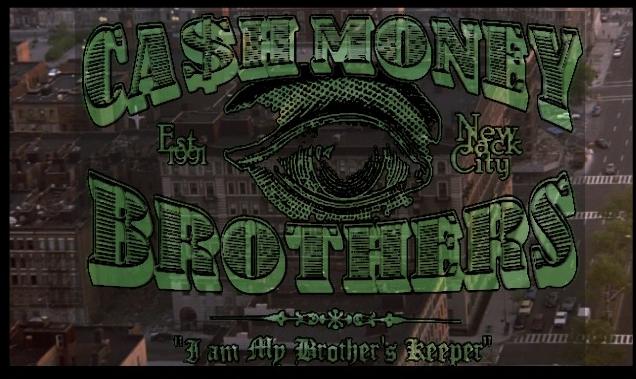
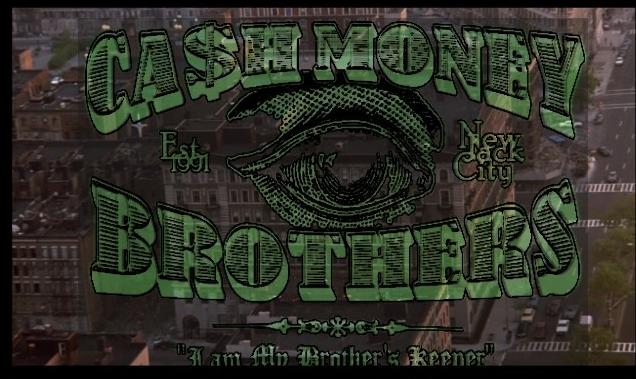
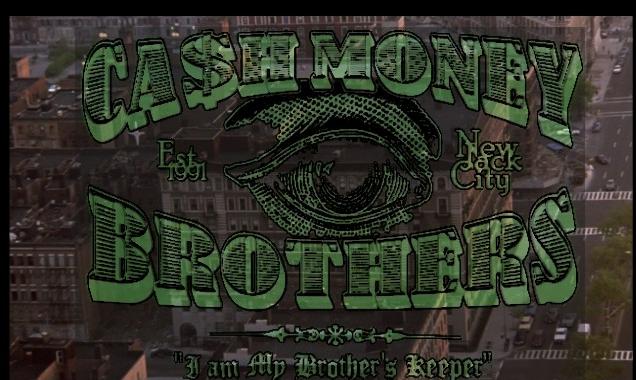
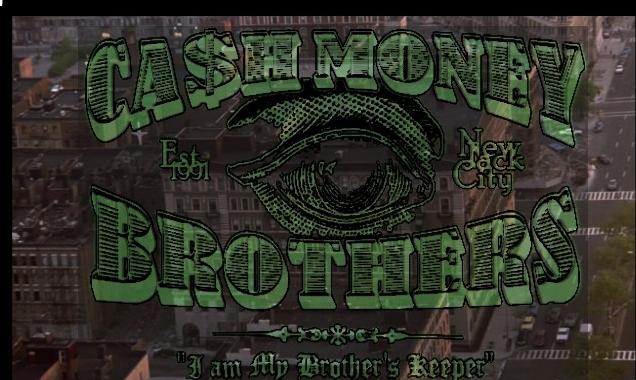
1. Make sure no one enters the Block for more than 2 consecutive turns
2. This Mission will be Completed after 5 turns

### **MISSION CONDITIONS**

The other Player will have the opportunity to claim this Reward if they can Occupy any apartment Building Square for 2 consecutive turns and leave safely

**REWARD**  
\$15,000

# **CMB MISSION CARDS (BACK)**



# F.I.B. MISSION CARDS (FRONT)

## **CRACK EPIDEMIC**

Meet Micky Barns at the park and follow his instructions! But be careful as Local Law Enforcement aren't aware of his affiliation to the agency and are watching him closely

### Mission Objectives

1. Meet Micky Barns at the Park
2. Go to "Docks Building Square" and wait till next turn
3. Go to "CMB Building Square"

### Mission Conditions

Cops Target you as soon as as you enter the Park

**Reward**  
\$25,000

**Bonus**

Draw a "CMB Mission Card" for free  
before leaving (Optional)

## **DIVIDE & CONQUER II**

Dir. Dick Holda is not happy with the Rising Unification and Rehabilitation of Gangs and has new Instructions! Get a Taxi and do a driveby on a rival Gang Member to fan the flames! Dont worry we have an Agent working as a cab driver so it will not cost anything.

### Mission Objectives

1. Get a Taxi
2. Whilst in a Taxi enter a Battle Phase and Win.

### Mission Conditions

Taxis will be free to use whilst holding this Mission Card

**Reward**  
\$20,000

## **DIVIDE & CONQUER I**

Dir. Dick Holda is not happy with the Rising Unification and Rehabilitation of Gangs and has new Instructions! To spread Paranoia and spark up new tensions you must target an enemy gang member and plant fake evidence so that they defect and join your Gang out of fear this will lead to full spread Paranoia

### Mission Objectives

1. Target and kill an Enemy Gang Member/Recruit

### Mission Conditions

If Opponent has no Recruited Gang Members then this Mission is Failed

**Reward**  
\$15,000

**Bonus**

The Enemy Gang Member will now be  
in your Gang and go to your Hideout.

## **DIVIDE & CONQUER III**

Dir. Dick Holda is not happy with the Rising Unification and Rehabilitation of Gangs and has new Instructions! Go to Kendos and collect the Weapons Crate then Make sure you deposit arms at Every Project Building in the City.

### Mission Objectives

1. Go to Kendos
2. In no particular order go to every "Building Square" on this list to complete this mission.

**Reward**  
\$10,000

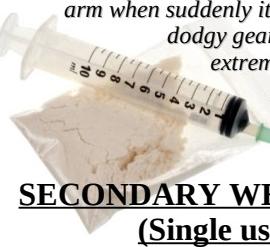
**Bonus**

Go back to Kendo's to receive a free  
Weapon Card of a value of \$30,000 or less.

# F.I.B. MISSION CARDS (BACK)



# CHAOS CARDS

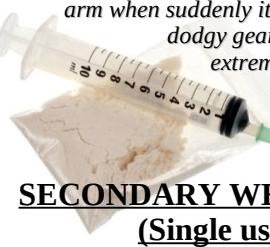
<p><b>ITCHY.....TASTY....</b></p> <p>As walk through the alley passing the nearby Human Testing Lab where junkies can get some quick dollar you notice a Green Mist seeping out a nearby Sewer. This shit BURNS like Acid! Foaming at the Mouth and scratching off chunks of flesh you have a sudden hunger that consumes your mind and possesses your body.</p> <p><b>For the Next 3 Turns you can ONLY move this Player Piece. This Player Piece will Lose ALL Held Cards. During These 3 Turns this player can not die and will Hold this Card as a Weapon Card. At the end of the 3<sup>rd</sup> turn the holder of this card will die.</b></p>	
<p><b>1 BAD BATCH</b></p>  <p>You find a Junkie with a needle hanging out his arm when suddenly it gives you an idea... any dodgy gear like that could make an extremely deadly weapon, you pull it from his arm and keep it ready to use!!</p> <p><b>SECONDARY WEAPON CARD</b> (Single use only)</p>	<p><b>POWER</b> <b>15</b> <b>RANGE</b> <b>2</b></p> <p><b>POWER</b> <b>10</b> <b>RANGE</b> <b>1</b></p>
<p><b>BODY ARMOUR</b></p> <p>You find a dead body in the ally! Although his brains are splattered across the floor, he appears to be wearing Mint condition Body Armour, Too good to go to waste, Take it for yourself.</p> <p><b>SECONDARY WEAPON CARD</b> (Single use only)</p> <p><b>WHEN YOU LOSE A BATTLE PHASE REMOVE THIS CARD INSTEAD</b></p>	

<p><b>PLASMA RIFLE</b></p>  <p>You get abducted by Aliens. They take turns conducting "Experiments" and then dump all of their trash at the park. Luckily, it included you, as well as, a depleted plasma rifle. Your not sure how you got here or why your butt hurts but your happy with your newly acquired toy.</p> <p><b>SECONDARY WEAPON CARD</b> (Single use only)</p>	
<p><b>POWER</b> <b>11</b> <b>RANGE</b> <b>6</b></p>	
<p><b>SAIYAN PRINCE</b></p>  <p>You see some crazy looking dude on his knees shouting "KAKAROT!!" at the sky, his gibberish annoys you so you pick up a half eaten can of beans and throw at him. The freak starts eating them then jumps to his feet. He curses you for "helping him" and In an attempt to restore his Pride he offers to show you the true Power of a Saiyan by Obliterating anyone on this Planet!!!!</p> <p><b>SECONDARY WEAPON CARD</b> (Single use only)</p> <p><b>TARGET ANY PLAYER PIECE ON THE BOARD AND KILL THEM INSTANTLY</b></p>	

# DARK ALLEYWAY CHAOS CARDS (BACK)



# CHAOS CARDS

<p><b>ITCHY.....TASTY....</b></p> <p>As walk through the alley passing the nearby Human Testing Lab where junkies can get some quick dollar you notice a Green Mist seeping out a nearby Sewer. This shit BURNS like Acid! Foaming at the Mouth and scratching off chunks of flesh you have a sudden hunger that consumes your mind and possesses your body..</p> <p><b>For the Next 3 Turns you can ONLY move this Player Piece. This Player Piece will Lose ALL Held Cards. During These 3 Turns this player can not die and will Hold this Card as a Weapon Card. At the end of the 3<sup>rd</sup> turn the holder of this card will die.</b></p>	
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